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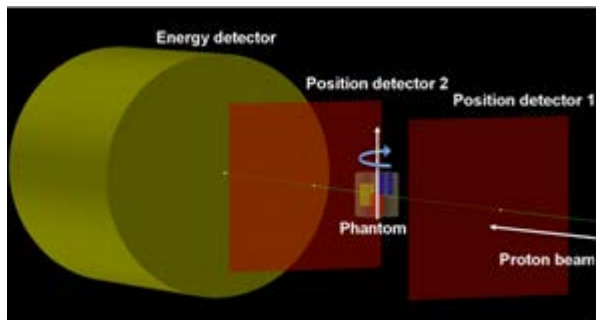
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Purpose: In order to reduce the uncertainty in translation of the X-ray Computed Tomography (CT) image into a map of proton stopping powers (3-4% and even up to 10% in regions containing bones [1-8]), proton radiography is being studied as an alternative imaging technique in proton therapy. We performed Geant4 Monte Carlo simulations for a 2-dimensional (2D) proton radiography system to obtain directly proton stopping powers of the imaged object. In the next step, the object was rotated every 10 degrees to obtain the 3D proton CT, and the iterative reconstruction method was used to reproduce the image.

Materials/methods: In our proton radiography simulation setup (figure) we used two ideal (100% efficiency) position sensitive detectors (red squares), with the size of 10x10 cm² each, to track a single proton entering and exiting a phantom under study. The residual energy of a proton was detected by a BaF₂ crystal (yellow cylinder), with a diameter of 15 cm, placed after the second position sensitive detector. A cylindrical phantom with a 2.5 cm diameter and 2.5 cm height was made of CT solid water (Gammex 357, $\rho=1.015$ g/cm³) and filled with different materials: PMMA ($\rho=1.18$ g/cm³, red insert), air ($\rho=1.21 \cdot 10^{-3}$ g/cm³, below and/or above each inserts), and tissue-like materials: adipose (Gammex 453, $\rho=0.92$ g/cm³, yellow insert) and cortical bone (Gammex 450, $\rho=1.82$ g/cm³, blue insert) [9]. The phantom was irradiated with 3x3 cm² scattered proton beam with an energy of 150 MeV. It was irradiated with $2 \cdot 10^5$ protons at each of the 36 rotation angles. The phantom was placed perpendicularly to the beam direction allowing a proton to pass through a number of materials with different densities.



Results: First, the energy loss radiographs (a difference between proton beam energy and residual energy deposited in the energy detector) at each of the 36 phantom rotation angles were created. For the iterative reconstruction algorithm, a reference image of the phantom was created in two ways: (1) based on the energy loss in different phantom materials simulated with Geant4, and (2) using a simple back projection algorithm. The reconstruction agrees well with the actual phantom. A maximum of 50 iterations were used showing the smallest mean squared error already after 5 iterations.

Conclusion: First attempt to iteratively reconstruct the cylindrical phantom with more materials on the proton beam shows a satisfactory result. To improve the reconstruction at the material boundaries, additional local iterations will be applied.

Keywords: Proton radiography, proton CT, treatment planning

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GPU based iterative CBCT for prospective motion compensated algorithm for radiation therapy

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Purpose: One of the common imaging techniques in image guided radiation therapy (IGRT) is cone beam computed tomography (CBCT). CBCT is used for tumor localization in pre-treatment planning. In lung radiation therapy, the motion artefacts severely affect the quality of reconstructed images. As the data acquisition can take over a minute, the motion generated by the patient breathing can distort the tomograms, this distortion being propagated in the image reconstruction step. We propose an electrical impedance tomography (EIT)-CBCT dual modality for motion corrected image reconstruction [2]. Iterative algebraic reconstruction method can potentially provide a suitable image reconstruction tool for such dual modality. This paper present an improved GPU based CBCT image reconstruction. Efficient computation of forward and backward projections is implemented in GPU, which is the main building block of various iterative reconstruction methods.

Materials/methods: The projection and backprojection steps have been accelerated in our GPU code, using the Compute Unified Device Architecture (CUDA) [1]. The ray-driven projection uses the texture memory that has a hardware implemented trilinear interpolation. Using a per-ray separation for the multithreading step, the integral of the x-rays is computed, with a user specified length that defines the tradeoff between for accuracy and speed. In the backprojection step, a voxel-based weighted backprojection is performed, similar to the Feldkamp Davis Kress (FDK) algorithm, to avoid the aliasing effect common in algebraic methods with diverging rays [4]. To simulate reality a human thorax-like digital phantom has been used. Limited (45) projections have been simulated and Poisson noise added. The commonly use FDK and simultaneous iterative reconstruction technique (SART) have been simulated.

Results: Figure 1 shows the reconstructed images. For a 512³ voxels with 512² detector pixels the GPU based code takes 5s for FDK and a single SART iteration on the high precision setting (integral length= voxel size/10), and 0.5s for a similar precision as a matrix based method (integral length= voxel size). The image reconstructed with SART had 300 iterations, 2.5 minutes in the lower precision setting.